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Triple Yahtzee Rules

How many people can play Triple Yahtzee?

Yahtzee can be played by any number of players from one (solitaire) up to infinity, but is probably most fun when you have between 2 and 4 players.

What do you need to play Triple Yahtzee?

You will need a pen and paper, five regular six-sided dice, a pen or pencil and some paper. Each player should draw or print their own scoresheet - you can print ours or you can draw your own.

Start!

Roll a die to see who will start: highest starts first. If there is a tie then any tied players should roll again to separate themselves. Players take turns to roll dice, re-roll some or all of the dice twice and then score their dice. The player going first should pick up all five dice and get ready to play their first turn...

How To Play A Turn of Triple Yahtzee

When it is your turn you must roll all five dice to start. Once the dice have been rolled you may then decide if you want to re-roll none, some or all of the dice again. If you do want to re-roll some of the dice then pick up the dice you want to roll again and roll them at the same time. Then you may do this again so that in you would have had two re-rolls or three rolls in total including the first time rolling all dice at the start of your turn.

Note: you do not have to re-roll any dice at all, but if you do then you may choose to roll only one or some or all of the dice.

This is where the strategy of the game is important. You should be aiming for a particular scoring space and may need to alter your strategy according to how likely you are to get the score you want.

Once you have finished rolling the dice it is time to place your score. You may only place a score in a score box that is empty. If a score box has 0 then that box is filled already and cannot be used again. Decide where to place your score, then write the score in the relevant box and then pass the dice to the next player for his/her turn.

Score Placement

When it's time to place your score you may decide to place your score in any scoring space that does not already have a score (including zero). In Triple Yahtzee you are not limited as to which round you can place your score. You can place in ANY open scoring space.

Triple Yahtzee Column Multipliers

Triple Yahtzee has three columns of scoring spaces. Any score placed in the first column will use the scoring outlined below. Any score placed in the second column will be doubled, and any score placed in the third column will be tripled.

This rule applies to bonuses and also for the requirements for a bonus: single, doubled and tripled.

Ones, Twos, Threes, Fours, Fives, Sixes

All of these scoring spaces work in a similar way. You count up the related number of dice that you have rolled and add up only those dice. If you place your score in ones, count up all the ones that you rolled, add up the total of those dice and score them in Ones. Likewise for all other numbers.

Examples:
1-1-5-3-1 (Either score 3 points in ones, 3 in threes, 5 in fives or 0 in twos, fours, or sixes)
3-3-4-1-3 (Either score 1 points in ones, 9 in threes, 4 in fours or 0 in twos, fives or sixes)
6-6-6-2-6 (Either score 2 points in twos, 24 in sixes, or 0 in ones, threes, fours or fives)

Three of a Kind

If you have rolled at least three of the same number, then add up all of the dice to calculate your score for three of a kind. If you did not roll three or more of the same number then you score 0.

Four of a Kind

If you have rolled at least four of the same number, then add up all of the dice to calculate your score for four of a kind. If you did not roll four or more of the same number then you score 0.

Full House

If you roll two of one number and three of another number, then that is a full house, you

may score 25 points. Anything else scores 0.

Low Straight

A low straight is where you have at least one each of four numbers in a row. This could be: 1,2,3,4 or it could be 2,3,4,5 or 3,4,5,6. It doesn't matter about the fifth die, that can be anything. If you rolled a low straight, score 30 points. Anything else scores 0.

High Straight

A high straight is where you all five numbers can form a row of numbers. This could be: 1,2,3,4,5 or it could be 2,3,4,5,6 If you rolled a high straight, score 40 points. Anything else scores 0.

Yahtzee

A yahtzee is where all five numbers are the same. If you rolled a yahtzee you may score 50 points. Anything else scores 0.

Chance

This scoring slot is your saviour when you do not have good luck. You count up all the dice and the total is your score for this slot. It is therefore impossible to score zero here.

Scoring Zero

If you do not match the criteria for any of the scoring slots then you would score zero in that space. There will be times when you will choose a scoring space where you can only score a 0 with the dice you have rolled. That is a part of the game.

Left Hand Bonus

If you reach a total score of 63 or more on the left hand side of your scoresheet (ones to sixes), then you will automatically score an additional 35 points as a bonus. It happens that 63 is a total of an average of three of each number, i.e. 3x ones + 3x twos + 3x threes + 3x fours + 3x fives + 3x sixes. So if you score three of each number you will hit the bonus. However, it follows that if you score more than three of any one number, for example let's say you get 4 sixes, then you would have a big advantage getting to 63 and would not necessarily need to score any ones at all and can afford to 'drop' some of the other numbers too, as long as the total reaches 63 or more you will get the bonus.

Yahtzee Joker

If you have five numbers all the same this is a Yahtzee! If you have already filled all three

the yahtzee spaces with any number at all (including 0) AND if all the corresponding scoring spaces on the left hand side are also filled (ie. Fours, when you roll a yahtzee with fours), then you may use this yahtzee as a joker.

A joker means that you can either score your dice roll normally (i.e. 44444 would be 0 points if placed in ones, 20 points if placed in fours, three of a kind or four of a kind), or you may place it in full house for 25 points, low straight for 30 points or high straight for 40 points. Do not forget to apply the column bonus of double or tripled for columns 2 and 3.

Yahtzee Bonus

If you roll a Yahtzee and If you have already scored more than 0 points in all of the yahtzee boxes in all columns AND if you can place this yahtzee in a scoring space to score more than 0 points, then you will also score a bonus of 100 additional points! Remember that the bonus will be multiplied by the column that you are placing you score in. So if you happen to have already filled all yahtzee spaces and then place your yahtzee as a joker in high straight, that would be 40 points for the high straight plus 100 for the yahtzee bonus, multiplied by 3 for the column bonus for a total of 420 points! Wow!

There is no upper limit to how many yahtzee bonuses you may score in a game.

A Note About Yahtzees

Let's say you have already played 38 turns of the game and only have scoring slot 'ones' left available in one of the columns and let's say you roll 5-5-5-5-5 on the first turn. YAHTZEE! Sadly, there will be no reason to keep any of those fives, you should re-roll all of the dice. Why? BECAUSE... if you place the 5-5-5-5-5 dice roll in 'ones' then you will score zero points according to the rules above. Only 1s can score in ones. Even if you have already scored 50 in yahtzee, if you choose to place 5-5-5-5-5 in ones you will score zero and therefore would not be able to get the yahtzee bonus anyway.

Ending the Game

Add up the scores on each player's score sheet. The winner at the end of the game is the player with the most total points!